

distributed on each of said reels;

- (c) means for displaying a portion of said reels to a player so that for each of said reels at least two full symbols of said symbols on each of said reels may be visually perceived by said player;
- (d) means for rotating each of said reels;
- (e) a player controlled stop for each of said reels so that under the control of a player said rotation of said reels may be stopped;
- (f) a pre-determined location within said portion of said reels that is displayed to said player;
- (g) means for determining if a symbol of said plurality of fixed symbols on each of said reels is stopped within said pre-determined location;
- (h) a results table to determine the outcome of the play of said game based on whether said player has timed the operation of said stops whereby at least one of said pre-determined fixed symbols is stopped within one of said pre-determined locations;

whereby said player plays said rotating reel based game by initiating means for rotating each of said reels then using said player controlled stops for each of said reels to attempt to stop said symbols within said pre-determined location according to said results table to maximize the results for said player.

10. An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well comprising:

- (a) means for displaying to a player on a video screen a plurality of reels;
- (b) means to make said means for displaying said plurality of reels to appear to rotate said reels by successively projecting on said video screen images of a reel at differing locations on said video screen;

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- (c) means for displaying on said reels a plurality of full symbols of pre-determined fixed symbols;
  - (d) for each of said plurality of reels, means to stop said apparent rotation of said reel, said means to stop controlled by said player;
  - (e) means for determining whether player has used said means to stop so that at least one of said pre-determined fixed symbols is stopped within a pre-determined location on said video screen;
  - (f) means for determining results of said play of game based on whether said player used said means to stop whereby at least one of said pre-determined fixed symbols is stopped within one of said pre-determined locations.

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26. A method for playing a rotating reel game that requires patience, skill, knowledge, and concentration to play well comprising:

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- (a) providing a plurality of reels;
  - (b) providing a means to make said reels appear to rotate;
  - (c) providing a means for displaying on said reels a plurality of full symbols of pre-determined fixed symbols;
  - (d) providing a means for a player to stop said apparent rotation of said reel;
  - (e) providing a means for determining if a player has used said means to stop so that at least one of said pre-determined fixed symbols is stopped within a pre-determined location on;
  - (f) providing a means for determining results of said play of said game based on whether said player has used means to stop whereby at least one of said pre-determined fixed symbols is stopped within one of said pre-determined locations.



OLD FORM CLAIM AMENDMENTS

1. A rotating reel based game apparatus requiring patience, skill, knowledge, and concentration to play well comprising:
  - (a) a plurality of reels;
  - (b) a plurality of pre-determined fixed symbols, with said symbols randomly distributed on each of said reels;
  - (c) means for displaying a portion of said reels to a player so that for each of said reels at least two full symbols of said symbols on each of said reels may be visually perceived by said player;
  - (d) means for rotating each of said reels;
  - (e) a player controlled stop for each of said reels so that under the control of a player said rotation of said reels may be stopped;
  - (f) a pre-determined location within said portion of said reels that is displayed to said player;
  - (g) means for determining if a symbol of said plurality of fixed symbols on each of said reels is stopped within said pre-determined location;
  - (h) a results table to determine the outcome of the play of said game based on whether said player has timed the operation of said stops whereby at least one of said pre-determined fixed symbols is stopped within one of said pre-determined locations;whereby said player plays said rotating reel based game by initiating means for rotating each of said reels then using said player controlled stops for each of said reels to attempt to stop said symbols within said pre-determined location according to said results table to maximize the results for said player.

10. An electronic video based apparatus for simulating a rotating reel game that requires patience, skill, knowledge, and concentration to play well comprising:

- (a) means for displaying to a player on a video screen a plurality of reels;
- (b) means to make said means for displaying said plurality of reels to appear to rotate said reels by successively projecting on said video screen images of a reel at differing locations on said video screen;
- (c) means for displaying on said reels a plurality of full symbols of pre-determined fixed symbols;
- (d) for each of said plurality of reels, means to stop said apparent rotation of said reel, said means to stop controlled by said player;
- (e) means for determining whether player has used said means to stop so that at least one of said pre-determined fixed symbols is stopped within a pre-determined location on said video screen;
- (f) means for determining results of said play of game based on whether said player used said means to stop whereby at least one of said pre-determined fixed symbols is stopped within one of said pre-determined locations.

26. A method for playing a rotating reel game that requires patience, skill, knowledge, and concentration to play well comprising:

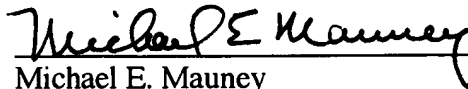
- (a) providing a plurality of reels;
- (b) providing a means to make said reels appear to rotate;
- (c) providing a means for displaying on said reels a plurality of full symbols of pre-determined fixed symbols;
- (d) providing a means for a player to stop said apparent rotation of said reel;
- (e) providing a means for determining if a player has used said means to stop so that at

least one of said pre-determined fixed symbols is stopped within a pre-determined location on;

- (f) providing a means for determining results of said play of said game based on whether said player has used means to stop whereby at least one of said pre-determined fixed symbols is stopped within one of said pre-determined locations.

If anything further is required from me, please notify me immediately. Thank you very much for your immediate attention of this matter.

This the 23 of Oct., 2002.

  
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